THE WARRIORS

MATURE 17+

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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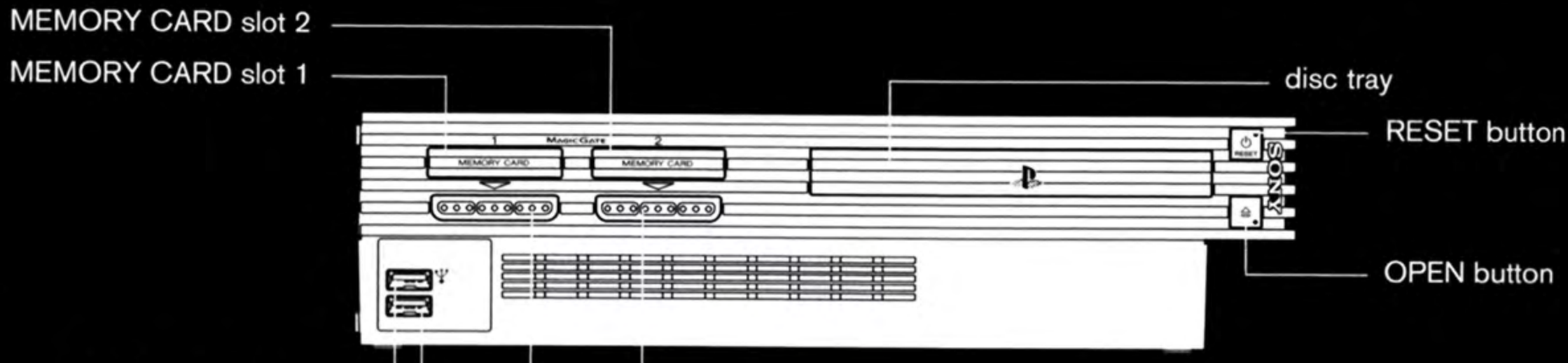
GETTING STARTED



*Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place THE WARRIORS disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

HEADS UP DISPLAY

HUD

Rage Meter

Money $ 5

Flash 1

Spray Paint 3

Handcuff Key 3

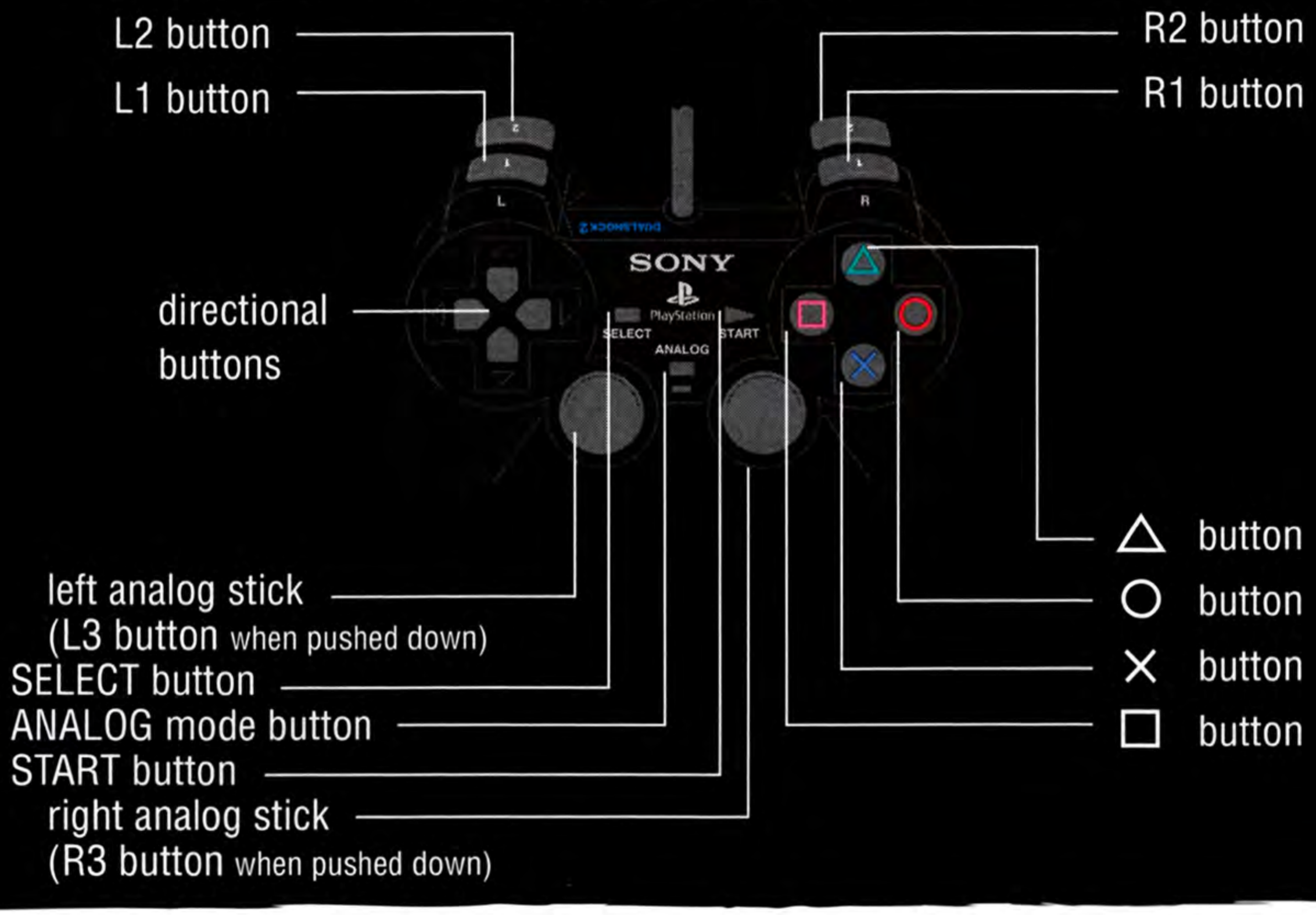
Style Points +7

Score 0000317

Radar

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



△ Pick up/Drop item
Fence Climb/Jump
Action

○ Grab/Throw opponent
(Hold to tackle)

× Heavy Attack
Attack when grabbed
(+L2 button) Running charge

□ Light Attack
Struggle when grabbed
(+L2 button) Cross body dive

Left analog stick Movement

Right analog stick Rotate camera
(+R2 button) Select Warrior commands

L2 button Sprint
L1 button Manual lock on
Aim projectile
R2 button Command toggle
R1 button Block
Look back camera when running
L3 button Camera auto-center
R3 button Toggle camera distance
Up directional button
Show current objective
Right directional button
Heal self
Left directional button
Heal Warriors
Down directional button
Show bonus objectives
START button Pause menu
SELECT button Toggle HUD

Camera Controls

Toggle camera view by pressing on the R3 button.
Move the **right analog stick** left or right to rotate the camera horizontally.
Push up or down on the right analog stick to adjust the camera's vertical pitch. In some levels, the camera will be fixed. If the player attempts to move the camera icon will appear.

Walk, Run and Sprint

Slightly push the **left analog stick** = walk.
Strong push on the **left analog stick** = run.
While moving the **left analog stick**, hold down **L2 button** to sprint.
Prolonged sprinting will deplete the character's stamina.

Action Button

is the action button. It can be used to perform a variety of functions throughout the game. Such as jumping, climbing fences, picking up/dropping items and interacting with characters.

Basic Combat

Press for light attacks.
Press and simultaneously to perform a strong attack.
Press for heavy attacks.
Press + to perform a special paint attack (If player has paint in their inventory, uses one charge).
Press the **R1 button** to block.
Press the **R1 button** repeatedly while grabbed or mounted to attempt a reversal.
By pressing and holding the **L1 button** the player will lock-on to the nearest target. Let go of the **L1 button** to break the manual lock.
To disable an auto-lock on a specific character press the **L2 button**.

CONTROLS

Grappling and Tackling

Press ◯ to grapple an opponent.
To perform a dive tackle hold down ◯.
Press ✕ and ◯ to perform a strong grapple.
Press the **R1 button** to turn around grabbed enemy.
To throw the grappled enemy, push the **left analog stick** in the direction you want and press ◯ to execute.
If you're near a wall, aim your opponent at it and press ◯ to smash their face into it.
Press ✕ to perform a knee smash attack on grappled opponents.
Press □ to perform a gut or face punch attack on grappled opponents.
Press ✕ + □ to perform a power move.

Ground Level Attacks

Press ◯ to mount a downed opponent.
Press ◯ again to pick your opponent back up.
Press □ or ✕ to execute ground level attacks.
Press ✕ + □ to perform a power move.

Moving Attacks

To perform a moving attack, use the **left analog stick** and press □ or ✕. For a more powerful moving attack, move towards the enemy while holding down the **L2 button** (sprinting) and press □ to do a cross body attack or press ✕ for a shoulder charge attack.

Snap Attacks

To hold off enemies approaching from behind or to the side, press □ and use the **left analog stick** in their direction to throw a snap attack. This will buy you some time when overwhelmed by incoming threats.

CONTROLS

Tandem Moves

If a Warrior has an enemy in a hold from behind, stand in front of the enemy and hit ⊗ or ○ to execute a tandem move. Your Warriors can also perform a tandem attack if you are holding an enemy from behind.

Weapons

Almost any object can be used as a weapon. Press △ to pick up or drop weapons and items. If the item is a projectile, press ⊗ to throw it. Hold down the **L1 button** to manually aim any projectile weapon. If the item is a melee weapon, press □ for a sweep attack and ⊗ for a heavy attack. All melee weapons can be thrown at opponents. To throw a melee weapon, press □ and ⊗ at the same time.

Counterattacks and Reversals

By repeatedly pressing the **R1 button** the player may be able to reverse an opponent's grab. The player may also press ✕ or ■ to attack and struggle. Counterattacks can be performed in two situations. If the player is about to be grabbed or tackled, press the ✕ or ■ button at the exact time to break the attack. Players are also able to counterattack from a block.

Getting Busted and Cuffing Characters

In some missions, the cops will try to bust you (and your Warriors) via cuffing. If a fellow Warrior is busted, walk over to them and press △ to initiate the mini-game. The player will then need to press the **L1 button** and **R1 button** alternately in order to break the cuffs. This is displayed by an on-screen meter that will fill up based on the player's progress. If the player is busted, then other Warriors will come to their aid.

The player may also find handcuffs and cuff keys on fallen cops. To use the hand cuffs on an enemy, the player must mount them and press the **R1 button**. To use the cuff keys press △ to instantly free your Warriors.

Rage Mode

Build up your Rage Meter by pulling off a variety of combos and "style" moves (wall smashes, tossing enemies through windows/off rooftops/into breakable objects). In Rage Mode you will be temporarily invincible.

Press the L1 button and R1 button simultaneously to enter Rage Mode once your Rage Meter has filled. In Rage Mode the basic attacks ✕ or ■, cause more damage and pressing ✕ and ■ simultaneously will now perform a full 360 degree clearing move.

If you grab or mount someone and press ✕ + ■ then ✕ ✕ you will perform a finishing move. A finishing move is lethal and will do serious damage to an opponent.

CONTROLS

Combo Attack Button Sequences

Standard combos have varying effects. Depending on which Warrior executes the move, certain combos result in quick stuns, knockbacks, knockdowns or extreme knockdowns (send the victim flying into crowds). The less health your opponent has, the greater the effectiveness will be.

CONTROLS

Combos started with a light attack:

■ ■/■ ✕ **(stun or knockdown)**

■ ■ ■ **(stun or knockback)**

■ ■ ✕ **(knockback or knockdown)**

Combos started with a heavy attack:

✕ ✕ **(heavier damage)**

✕ ■ **(knockback or knockdown)**

Power Move Combos

Each Warrior has 4 Power Move combos; 2 for normal fighting and 2 for Rage Mode. The Rage combos end in a devastating blow. To initiate these combos from a grab or a mount, press ✕ + ■. When the timing is right, press ✕ two or three times to reign down the blows.

Warchief Commands

The player at anytime can give 6 commands to their fellow Warriors. To initiate Warchief commands, hold down the **R2 button**. Once it is pressed the 6 commands will appear in a ring on the bottom part of the screen. Use the **right analog stick** to select a command and then release the **R2 button**.

WRECK 'EM ALL:

Warriors will look for an enemy to attack or ready themselves with weapons.

MAYHEM:

Warriors will smash up anything in sight (cars, stores, street objects...).

LET'S GO:

Warriors will follow the player.

SCATTER:

Warriors will split up and look for hide areas when chased by cops.

WATCH MY BACK:

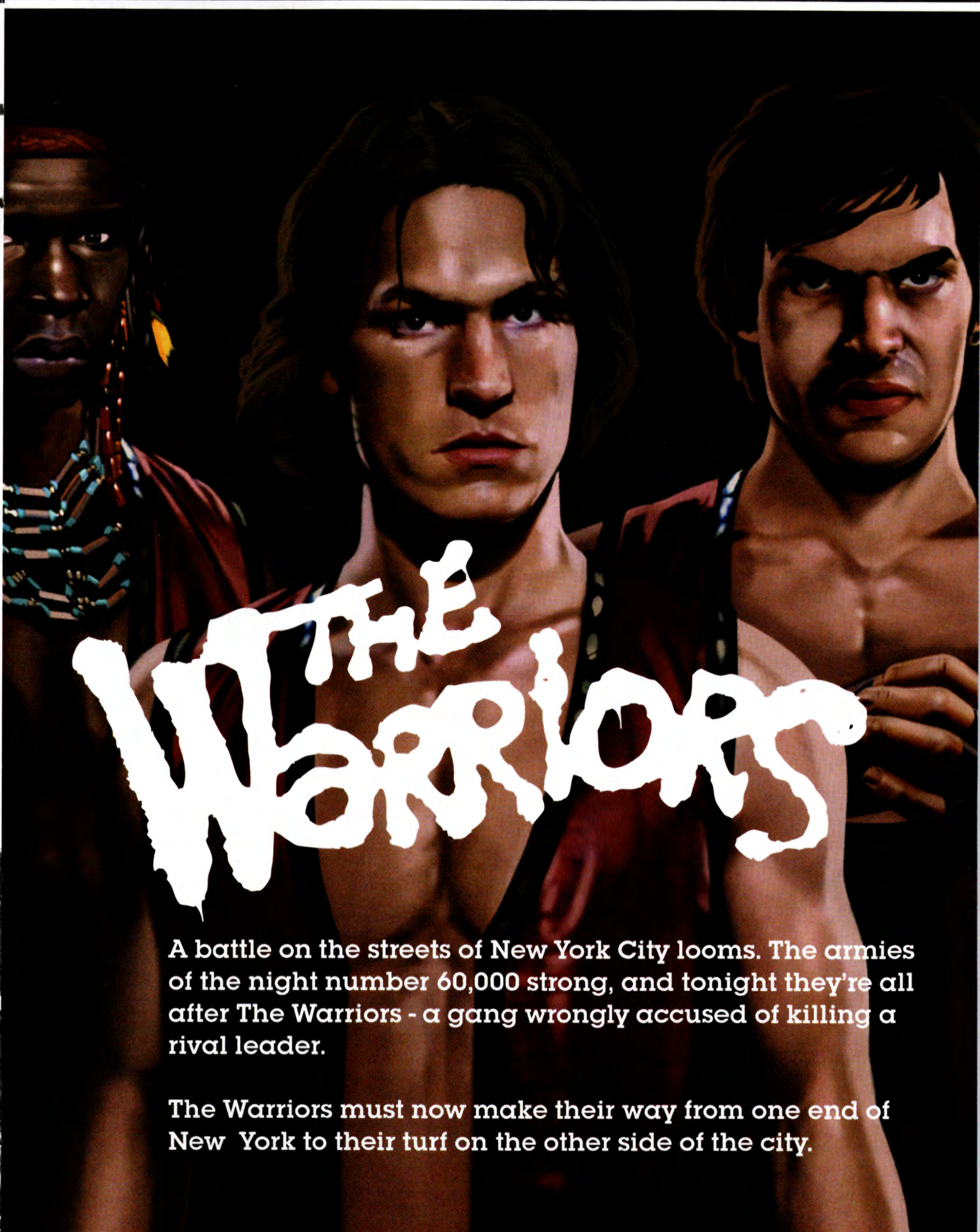
Warriors will defend the area where the player is standing.

HOLD UP:

Warriors will stand their ground.

CONTROLS

THE STORY

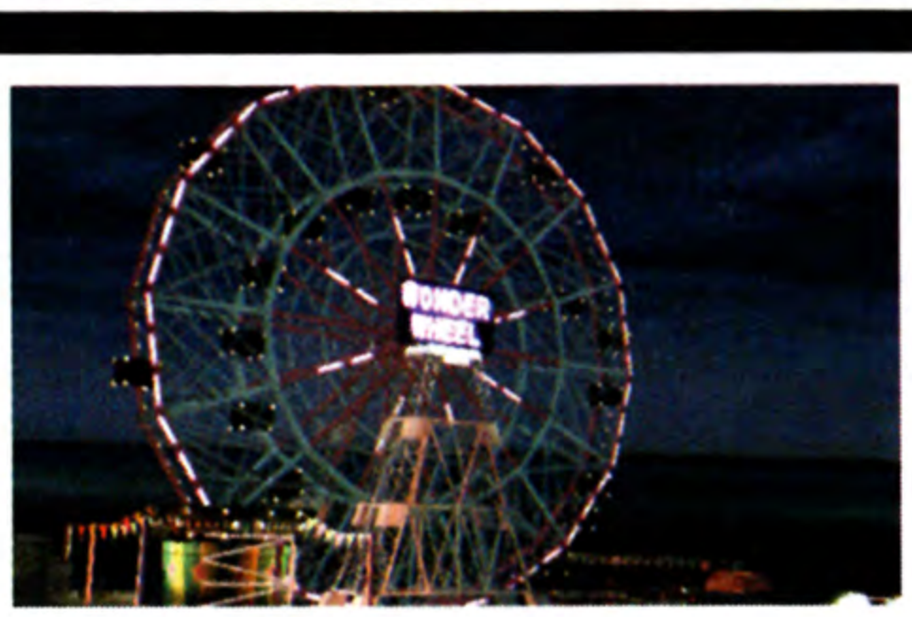


A battle on the streets of New York City looms. The armies of the night number 60,000 strong, and tonight they're all after The Warriors - a gang wrongly accused of killing a rival leader.

The Warriors must now make their way from one end of New York to their turf on the other side of the city.

THE WARRIORS
CONEY ISLAND, BROOKLYN

Reigning over their home turf of Coney Island in Brooklyn, led by Cleon, The Warriors have built a reputation as one of the toughest gangs in New York City. The Warriors' strength comes from the fact that each member brings their own unique toughness and skills to the gang. When brought together as a whole, The Warriors are able to make it through the perils of New York City gang warfare.



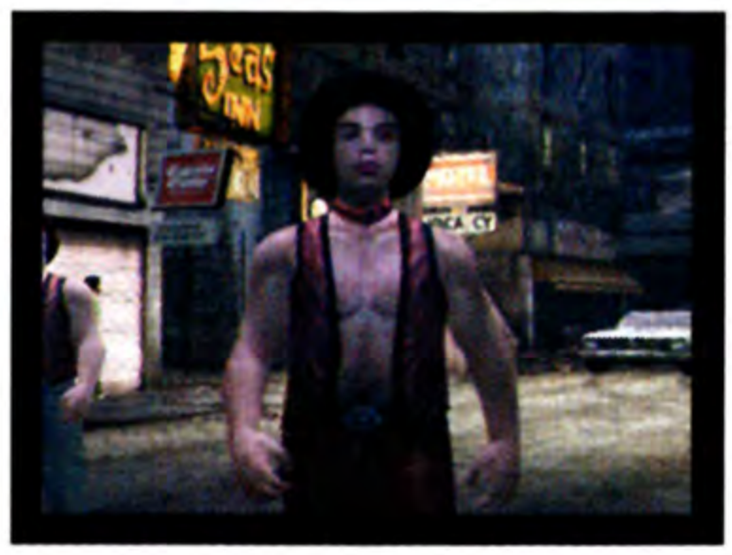
GANG GUIDES

Cleon

As Warlord, Cleon is the leader of the Warriors. He is the foundation of this gang.

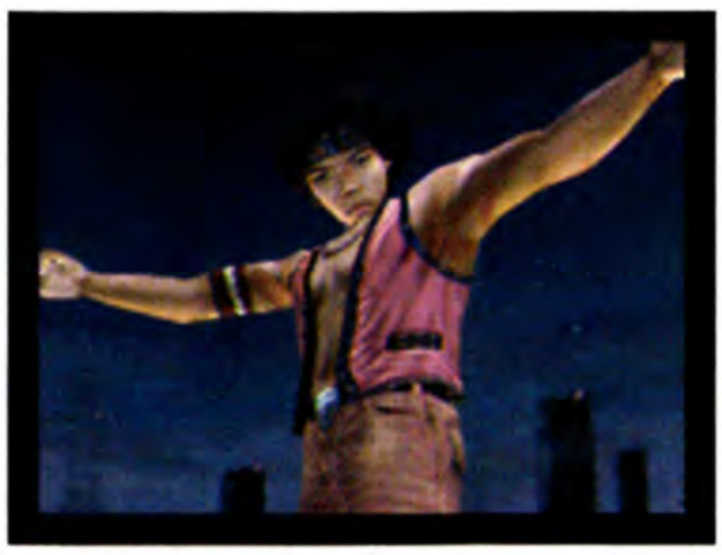
Swan

The Warchief; second in command. A man of few words who thrives on action. A loner willing to step up when it counts.



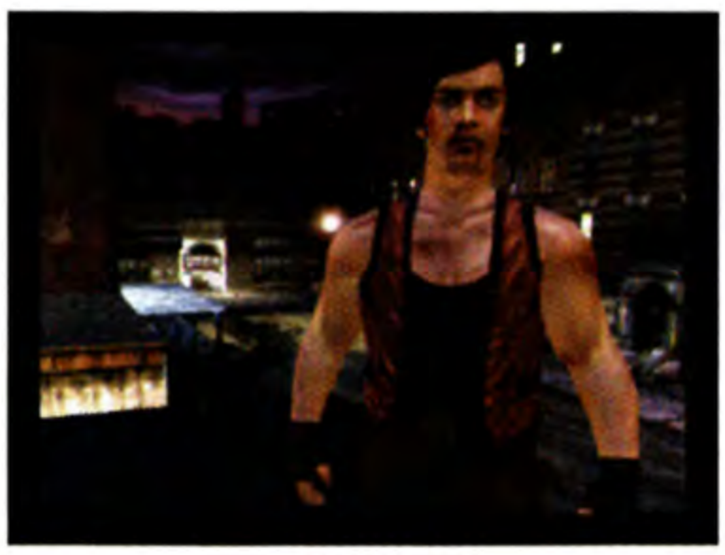
Rembrandt

The youngest of the gang. A writer that gets up wherever he can. A little soft around the edges, but still able to maneuver around any obstacle.



Snow

A real heavy soldier. Disciplined, independent and reserved. He can rumble with the best of them.



Ajax

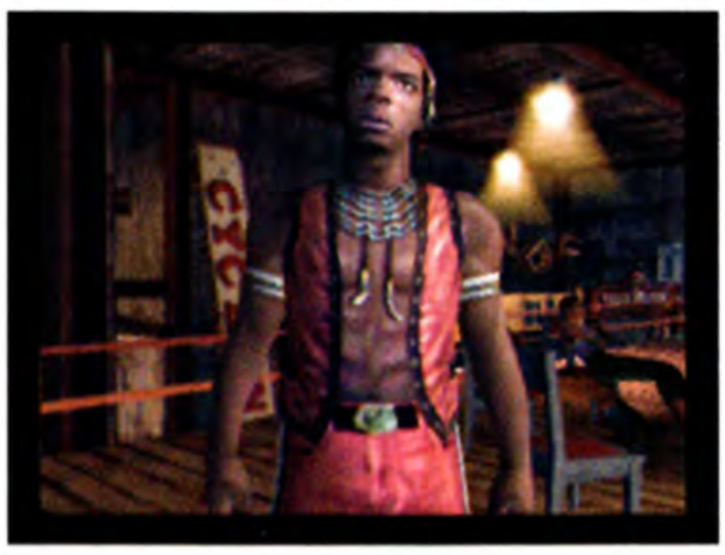
The Muscle; cocky, loud and always up for a rumble. A loner who looks out for himself.

Vermin

A pretty heavy brawler. Pessimistic but loyal. A reliable ally who won't disappoint.

Fox

The Memory Man. Street smart and quick witted; a perfect scout.



Cochise

A real live soldier. Looking for a good time and all the action he can handle.

Cowboy

A voice of reason. Goes along with the group, always wearing a Stetson.

DESTROYERS
CONEY ISLAND, BROOKLYN

DESTROYERS

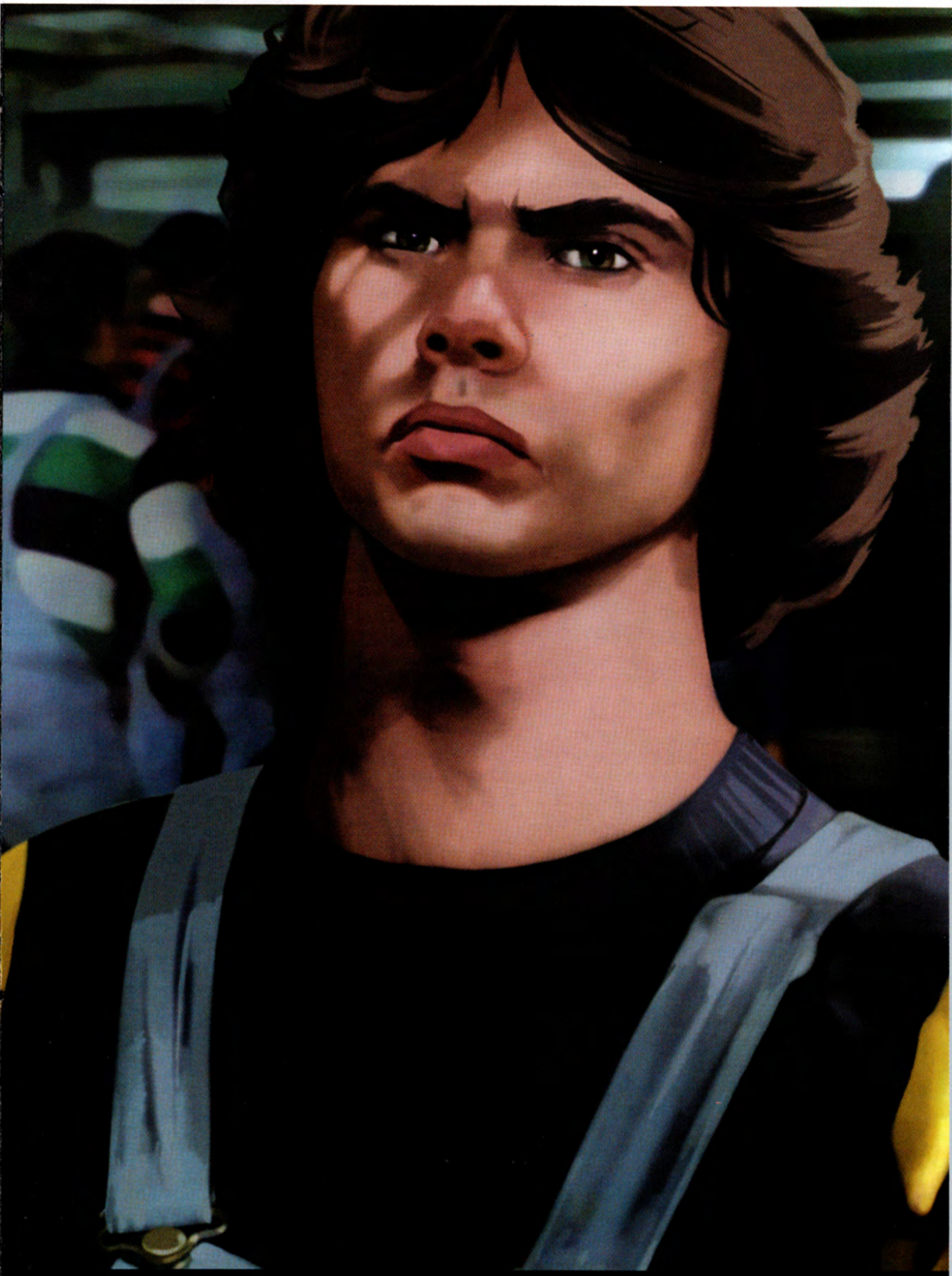
The original Coney Island gang and led by a backstabbing drunk, Virgil. The Destroyers are a pretty heavy set and put up some solid opposition in the battle for Coney's turf.

PUNKS
BOWERY, MANHATTAN

PUNKS

The Punks are a serious bunch of brawlers. Mean mothers looking for a good time and a good fight. This clique won't back down from anything.

GANG GUIDES



THE LIZZIES
UNION SQUARE, MANHATTAN

The Lizzies are an all girl gang who can hang with the boys. Using their God-given gifts to their advantage, The Lizzies can easily sneak their way past any crew's defense.

HI-HATS
SOHO, MANHATTAN

A quiet, but solid clique from Soho that dress like mimes. Very territorial, the Hi-Hats won't let anyone drop their colors where they don't belong. Led by Chatterbox, these self-proclaimed art aficionados are a messy set to battle with.

GANG GUIDES

SAVAGE HUNS
CHINATOWN, MANHATTAN

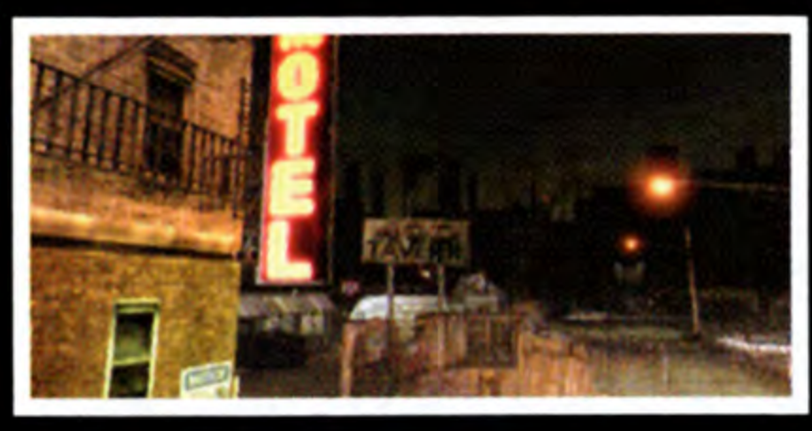
The Savage Huns are skilled in Martial Arts and can withstand a hefty beating. They deal in extortion and loan-sharking and have some heavy numbers. Their Warlord, Ghost, is a very spiritual and disciplined martial artist who never speaks.

JONES STREET BOYS
BENSONHURST, BROOKLYN

A cocky bunch of trust fund kids who live in a world where money isn't an object and petty crime is just a thrill ride. Still a set that can fight with the best, the Jones Street Boys have Bensonhurst locked up tight.

GANG GUIDES

TURNBULL AC'S
GUNHILL, THE BRONX



A bunch of tough, crass anarchists looking to rock or rumble any chance they get. One of the heaviest sets in the city, these skinheaded thugs are a serious outfit to contend with.

BOPPERS
HARLEM, MANHATTAN

Tough enough to keep other colors off their turf, the Boppers keep Harlem smooth. A softer set that grooves with style instead of muscle.

GANG GUIDES

HURRICANES
SPANISH HARLEM, MANHATTAN

The Hurricanes are a family based set, made up of hustlers and swindlers. These brawlers drop their colors in Spanish Harlem and love a dirty fight.

ORPHANS
TREMONT, THE BRONX

A small time outfit that keeps trying to move up by boasting about raids that never happened. At the bottom of the minor leagues, they try to make up for being soft by swarming with numbers; but a crew that can't battle doesn't have much of a future.

GANG GUIDES

MOONRUNNERS
PELHAM, THE BRONX

The Moonrunners put more emphasis on getting up than they do brawling, but they aren't afraid to drop the paint and battle it out when other crews come armying into their train yard.

BASEBALL FURIES
RIVERSIDE PARK, MANHATTAN

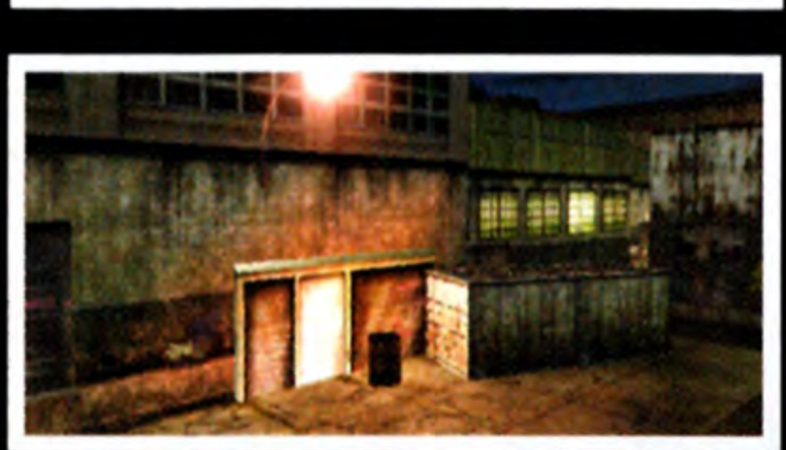
A group of real major leaguers who bring their A-game to every rumble. Packing bats and plenty of muscle, the Baseball Furies' rep stretches through every network in NYC.

GANG GUIDES

ROGUES
HELLS KITCHEN, MANHATTAN

A group of outcasts and punks, the Rogues are chaotic. They're not the heaviest set in the city, but their abrasiveness and unpredictability even out the odds.

SATANS MOTHERS
SHEEPSHEAD BAY, BROOKLYN



One of the heaviest sets in New York. The Satans Mothers are a ruthless gang who deal in knives and flash. They won't let anyone mess with their rep.

GANG GUIDES

RIFFS
GRAMERCY, MANHATTAN

The Riffs are the biggest gang in NYC, controlling and influencing every piece of turf in the city. Their president is Cyrus, a poetic revolutionary who envisions one unified gang ruling the streets.

SARACENS
BENSONHURST, BROOKLYN

A serious set from Brooklyn that won't hesitate to bring down a whole clique if that's what it takes to survive. Street smart and strategic, they've earned a lot of respect from other gangs.

GANG GUIDES

Mugging

Grab your victim by pressing ◯ and to initiate mugging, press △. Once initiated, two status bars will appear: the player's mugging progress (top bar) and the victim's struggle progress (bottom bar). In order to complete the mugging, the player's bar must be filled before the victim's. By rotating the **left analog stick**, the player must find and hold the vibration to complete the mugging process.

Breaking and Entering

Some buildings can be entered by either smashing the windows or if gated, the player can pick the locks.
To initiate the lock-picking process, simply press △ and three sets of "tumblers" that spin from largest to smallest will appear. When the 1st tumbler is in the red field, press ✕. Repeat this process three times and the lock will be picked. **If the tumblers are aligned in the darker red area the alarm will not go off.** Once inside, smash out display cases and grab the items by pressing the action button △ for cash bonuses.

Stealing Car Radios

The player can steal car radios, which are visible through the windows of parked cars. To steal a car radio, break the window then press △ to begin unscrewing the screws of the car radio. Rotate the **left analog stick** in a counterclockwise motion and once all four screws are removed the radio will be acquired.

GAMEPLAY

Hide Areas

The player can hide in certain areas. These areas will be distinguishable by a very dark patch of ground and dim lighting. Once inside a hiding area, the radar will tint blue and the character will automatically go into a crouched position indicating that they are now in stealth mode.

GAMEPLAY

Stealth Maneuvers

Once the player is hidden and in stealth mode, approach the enemy and hold the **L1 button** to manually lock-on to the target. The character will raise their hand when in range to perform a stealth attack. Press ✕ or □ to take down an enemy silently.

Weapons and Lures

Almost any object can be turned into a melee or projectile weapon.

Some melee weapons include baseball bats, pool cues, table legs, machetes and knives.

Some projectile weapons include TVs, chairs, bottles, bricks and Molotov cocktails. Projectile weapons are aimed automatically.

All projectile only weapons can be used to cause distractions. By throwing an object into a wall or another object, the player can cause police and enemies to investigate if they are within earshot of the sound. Press the **L1 button** to aim manually for more accurate throws.

Money, Items, Dealers

Money is acquired by stealing certain valuables from stores and cars, mugging, beating down enemy gang members as well as pedestrians.

Money can be used to purchase items from dealers such as Flash, spray paint, and knives.

Health and Reviving

If your Warrior is low on health, use Flash to revive your health by pressing the **right directional button**. Flash can be purchased from dealers, found in stores or picked up as a power-up. If a fellow Warrior is down, stand next to him and press the **left directional button** to revive him. If the player is knocked out, a conscious Warrior will come to the player's aid and revive the character.

Note: this will only work if the player has Flash in their inventory.

Tagging

In some missions tags can be dropped in areas where indicated by an icon. In most areas you can snuff over a rival gang's burner that won't necessarily have an icon attached to it.

Spray paint can be bought from street dealers. Paint power-ups can also be found in some levels or on some downed enemy gang members as well as hardware stores.

Press △ to initiate the tagging process. Trace the shape that appears on the screen by moving the left analog stick along the path.

GAME MODES

Story Mode

In the Story Mode, follow The Warriors from the early beginnings and through their fight against some of the toughest New York City gangs.

Rumble Mode

Rumble Mode is a multi-player mode comprised of many mini-games in arena-style settings. The player will be able to unlock different arenas based on their progress throughout the game. The player can also unlock different character models to use in a "Create a Gang" feature that is available within rumble mode. Rumble Mode can be single-player, co-operative play, or versus match between two players. There are numerous game modes and environments.

Two-Player Game

The Warriors allows for two players to play through the entire story mode co-operatively. To initiate press the **START button** on the controller in controller port two.

Completing bonus missions around The Warriors turf will unlock items and abilities that will help the player throughout the Story Mode.

When being pursued by the police, the player should try to hop fences, cut corners and move to higher ground as the police are much less capable than The Warriors at traversing the urban landscape. Using Hide Areas will also provide safety from the police.

If the player is mugging someone and another pedestrian decides to call the police, the player can issue the **WRECK 'EM ALL** command and The Warriors will try to stop the pedestrian from alerting the police.

When the player manually locks onto an enemy using the **L1 button** and issues the **WRECK 'EM ALL** command, The Warriors will move to attack the enemy that is being targeted.

Weapons are much more effective than fists when trying to break through tough objects like doors or cabinets.

Every Warrior has strengths and weaknesses. For example, some are better at mugging where others may be better at lock-picking. When getting cash, try to choose activities that are suited to the Warrior that is the acting Warchief for a given level. To check a Warrior's stats refer to the **STATS** section on the pause menu.

When being pursued by the police, issue the **SCATTER** command. This will cause The Warriors to seek out Hide Areas and areas which are safe from the police.

When entering a store issue the **MAYHEM** command to have The Warriors clear out the valuable items from the store.

Don't leave The Warriors too far away or they will not be able to uncuff or revive the player. If the player is too far away to issue a command then they are unable to be helped by a fellow Warrior.

GAMEPLAY TIPS

- Use rooftops whenever possible. Enemies and Police will have a much harder time locating the player if the player is on a rooftop.
- Sometimes the trunk of a car can contain a useful item or power-up.
- As the player decreases an enemy's health, the enemy will become weaker making them a much easier opponent.
- Certain moves like wall-smashes, mounts and power moves require extra endurance to be performed.
- Keep a close watch on debris around the city – many items will break into smaller, more deadly weapons.
- Complete Story Mode to unlock Rumble Mode characters and levels.
- Remember to look out for those down on their luck, throw them a dime every once in a while - they may help you in return.
- When down, quickly press any button to stand up faster.
- When timed right, stand up with a counterattack by pressing any attack button.
- Press the **L2 button** at any time to release your target.
- Hold the **L2 button** and run to make a quick break from any fight.
- Quickly press ● to break free from a grapple.
- Quickly press the **R1 button** to reverse a grapple.
- When sprinting, hit ■ to unleash a cross body attack or ✕ to charge.

GAMEPLAY TIPS

ROCKSTAR TORONTO

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Cochise	David Harris
Cowboy	Kurt Bauccio
Fox	Tom Waites
Rembrandt	Andy Senor
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Swan	Michael Beck
Vermin	Joe Lotruglio

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Beansie	Omar Scroggins
Big Moe	Billy Griffith
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Chatterbox	Jordan Gelber
Crackerjack	Adam Seitz
Cyrus	Michael Potts
Diego	Lloyd Floyd
Edge	El-P
Garrison	Steve Hamm
Harrison	John Tormey
Jesse	Nelson Vasquez
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Lemmy	Chandler Parker
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Masai	Charles Parnell
Mercy	Deborah Van Valkenburgh
Scopes	DMC
Sully	Rob Cihra
Starr	Maine Anders
Virgil	Curtis Cook

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Twiggy	Jack Luceno

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BRONX CONCLAVE MOVIE

Cosgrove Hall Films (Manchester, UK)

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HURST
ELHADJ
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CREDITS

MUSIC CREDITS

Score by Steve Donohoe and Neveroddoreven
Russell Simpson - Guitar
Jeff Scale - Bass
Brian Vella - Drums
Recorded at Metalworks Studios, Toronto
Engineered by Ian Bodzasi

The Warriors Soundtrack Songs:

"Theme From 'The Warriors'"
Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

"Nowhere to Run"
Arnold McCuller
Written by Holland, Dozier, Holland
Published by EMI Music Publishing
℗ 1974 A&M Records
Courtesy of Universal Music

"Echoes In My Mind"
Mandrill
Written by C. Wilson, L. Wilson, C. Cavell, Dr. R. Wilson, W. Wilson
Published by Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

"The Fight"
Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

"In The City"
Joe Walsh
Written by B. de Vorzon, J. Walsh
Published by Wow & Flutter Music
℗ 1974 A&M Records
Courtesy of Universal Music

"Love Is A Fire"
Genya Ravan
Written by J. Vastano, V. Poncia
Published by EMI Music Publishing/Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

"Baseball Furies Chase"
Barry de Vorzon
Written by B. de Vorzon
Published by Famous Music
Courtesy of Universal Music
℗ 1974 A&M Records
Courtesy of Universal Music

"You're Movin' Too Slow"
Johnny Vastano
Written by E. Mercury, W. Smith
Published by Salamani Music/Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

"Last Of An Ancient Breed"
Desmond Child
Written by D. Child
Published by Famous Music
℗ 1974 A&M Records
Courtesy of Universal Music

Licensed Songs:

"Don't Hold Back"
Chanson
Written by J. Jamerson, Jr., D. Williams
Published by Jamerson Music, Inc.
℗ 1978 Ariola Records
Courtesy of Jamerson Music, Inc.

"Get Down"
Gene Chandler
Written by James A. Thompson, Jr
Published by Cachand Music, Inc.
℗ 1978 20th Century Records
Courtesy of BR Music Two B.V.

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"Here Comes That Sound Again"
Love De-Luxe
Written by Alan Hawkshaw
Published by Hawkshaw Music
℗ 1979 Warner Bros. Records
Courtesy of Warner Music Interactive UK and Hawkshaw Music

"I Love Livin' In The City"
Fear
Written by Lee Ving
Published by Toxic Tunes/Range War Music
℗ 1978 Slash Records
Courtesy of London-Sire Records Ltd. by arrangement with Warner Strategic Marketing

"Knock On Wood"
Amii Stewart
Written by E. Floyd, S. Cropper
Published by Universal Music
℗ 1978 Hansa Productions Ltd.
Courtesy of Sanctuary Records Group

"Pueblo Latino"
Spanish Harlem Orchestra
Written by C. Curet Alonso
Published by FAF Publishing
℗ 2002 Rope-A-Dope Records
Courtesy of Artemis Records

"Remember"
Vivien Vee
Written by C. Simonetti, G. Meo
Published by Market Srl.
℗ 1979 Banana Records
Courtesy of Market Srl.

"Shake It"
Ian Matthews
Written by Terence Boylan
Published by Steamed Clam Music
℗ 1978 Rockburgh Records, 2005 Ian Matthews
Courtesy of Ian Matthews

"Traigo De Todo"
Alberto Alberto
Written by Alberto Alberto
Published by Alberto Alberto
℗ 2005 Alberto Alberto
Courtesy of Alberto Alberto by arrangement with Patricio and Brenda Lahman

"When You're In Love With A Beautiful Woman"
Dr. Hook
Written by Even Stevens
Published by EMI Music Publishing
℗ 1978 Capital Records
Courtesy of EMI Music

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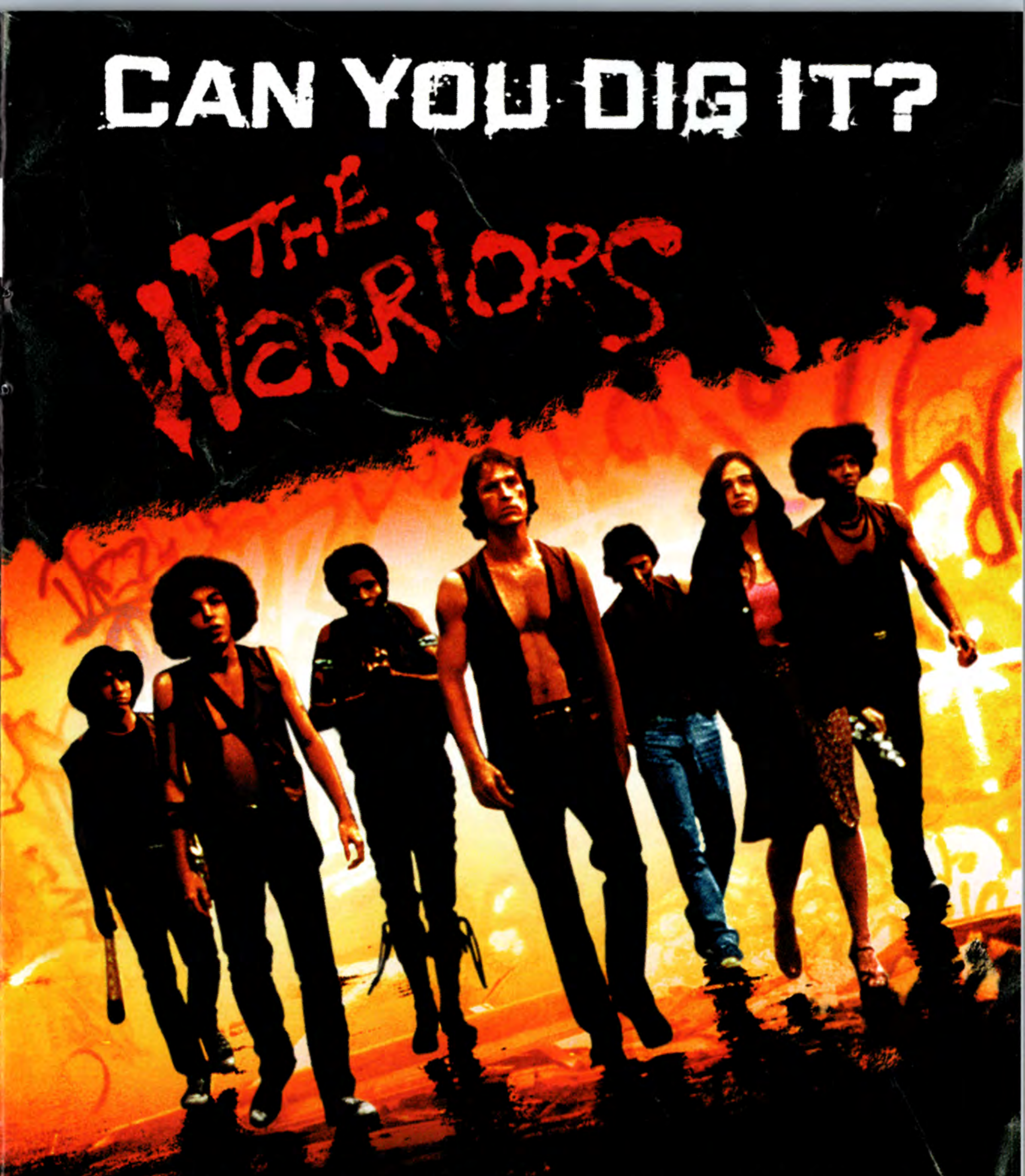

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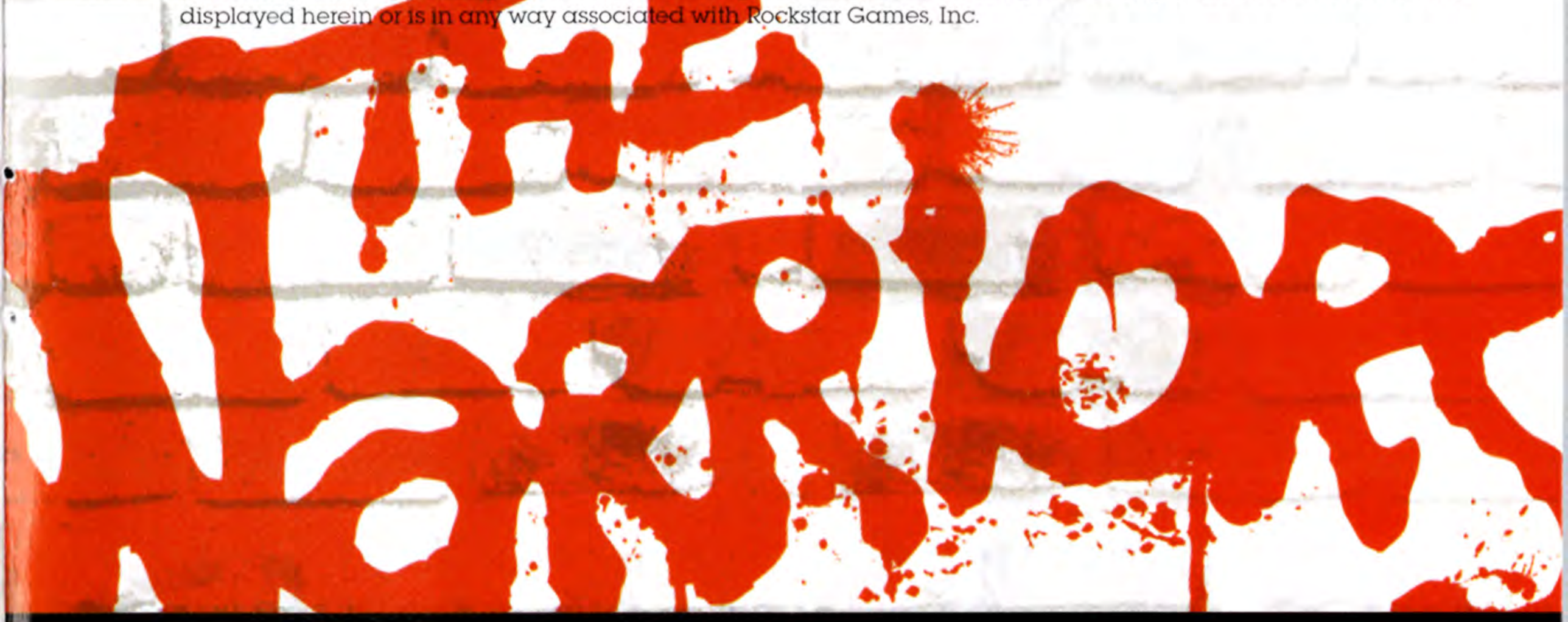

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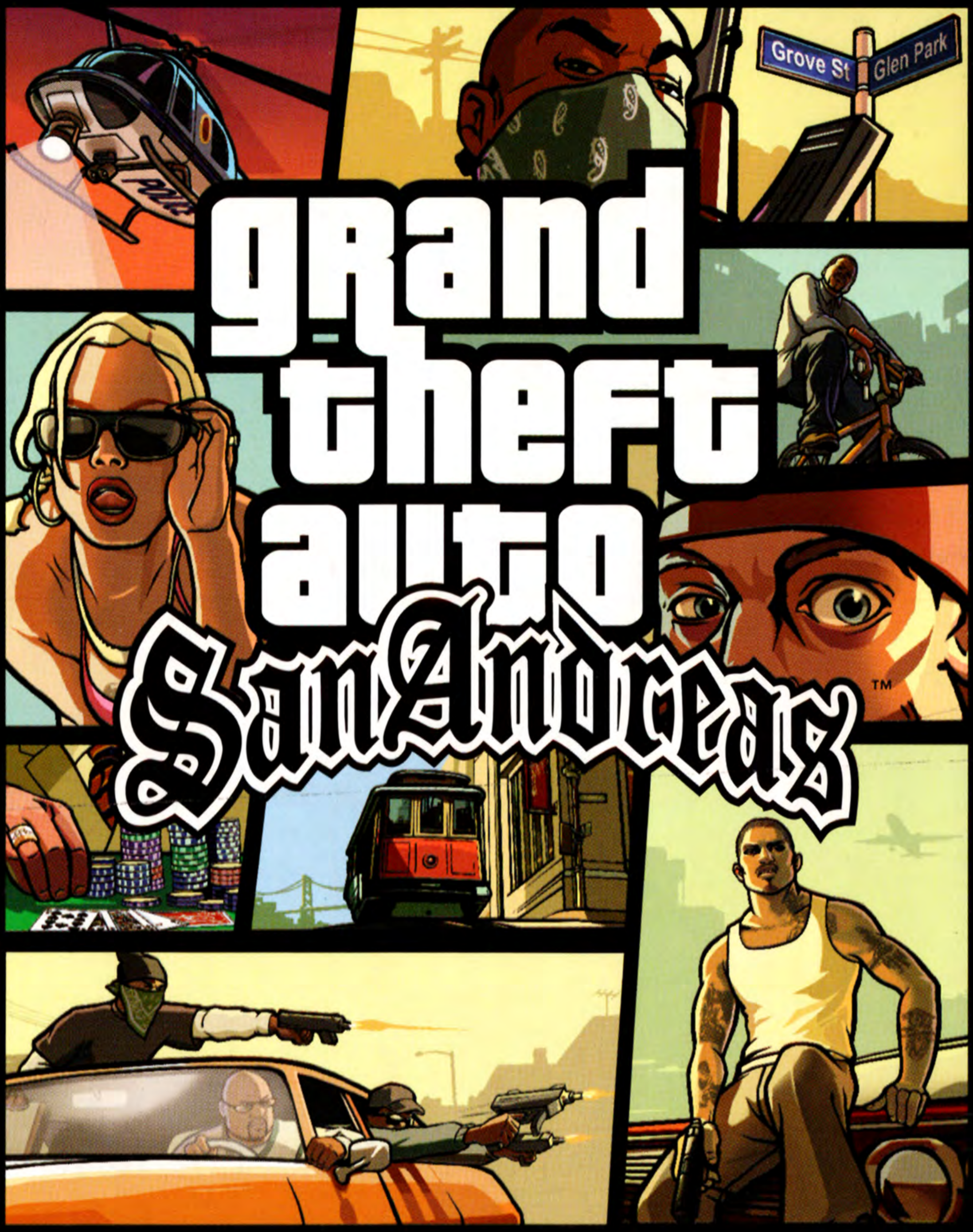

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